

How to host a 'Come and Try'

Why?

Inviting girls to visit a Guide Unit can show them how much fun Guiding can be. Holding a specific event allows you to be organised and prepared.

A *Come and Try* is a great way to increase membership. This program can also be used for a *Bring a Friend* night.

How will it work?

By having a prepared *Come and Try* event we are more likely to convert visitors to new Members.

Who would it suit?

It is open to any girl who fits in the age group you are targeting, ie. Pre-Junior Guides five to six years old; Junior Guides seven to nine years old; and Guides 10 to 13 years old.

When should I hold the come and try?

Pick a normal Guide meeting during the term, week three to five is usually a good time.

Make sure your Hall is neat. Have a clean-up in preparation. Make sure you have signage outside your Hall so people know where you meet.

Let your Region team know that you will be holding the event.

What should I include in the invite?

Design a flyer including the time, day, age of girls, meeting place, your contact details for enquiries and an RSVP date.

Print flyers out, handing some to the girls so they can invite their friends. A letterbox drop around the Hall is also a good idea. You may like to contact your local schools to see if you can visit to promote your event ([see How to do a School/OOSH visit](#)).

How will I know who is coming?

Keep a spreadsheet by the phone with columns marked out for the visitors, parents' name and contact details. Ensure you have sufficient materials to cater for the number of people coming—it's better to have more than less.

Do I need a Program?

Planning is very important to have a successful Come and Try. Run the meeting as you normally would and ensure to incorporate your own Unit's Guiding traditions.

Example Come and Try program

5.30pm Leaders arrive and set up activities.

6pm Guides and guests arrive and are greeted by (Leader 1). Parents sign girls in to a register and leave contact details for the night. Girls make a name tag (Junior Leader/ Parent Helper) and then join in a game that is being run by (Leader 2). A good game would be a *get to know you* style game.

6.20pm Girls go in to Patrol areas, guests may go with a friend. Proceed with colours/opening as per a normal meeting. Leaders welcome all girls and explain a little about the Girl Guides and the night's activities.

6.30pm Conduct a round robin of three or four activities that will take 20 to 30 minutes each. You could choose a theme for the night and base your activities around this theme (see theme ideas at the end of this document).

7.50pm Conclude with your usual colours/closing ceremony. Thank everyone for coming and advise the girls what they will be doing next week. Hand out the Term program and a good turn mouse. Give camp blanket badges to all the Guides who brought along a friend.

8pm Unit meeting ends. Leaders speak to parents.

What else should I remember?

Ensure the following week's program is just as exciting and as well organised as the Come and Try program. Have new parent packs for those interested in joining and new girl packs for the girls that return.



Come and Try themed activity ideas

Chocolate Theme

1. Memory—with cups and smarties
2. Mini fondue—tea light candles and foil pans
3. Microwave mug mud cake
4. Chocolate concentration
5. Fondue
6. Make s'mores

Guiding Skills Theme

1. Put on a sling
2. Make a cork compass
3. Learn to tie a reef knot and a double overhand
4. Cook marshmallows over a mini campfire
5. Kim's Game

Party Theme

1. Decorate a photo frame—with sequins, buttons, feathers and ribbon for example
2. Cup cake decorating
3. Flower arranging
4. Decorate a mask
5. Treasure Hunt



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Friends Theme

1. Take a photo with a friend (come back next week to collect)
2. Placemats made with paper girl chains and laminated
3. Weave friendship bracelets
4. Decorate a photo frame

Pamper Night—Candles, Music

1. Massage Circle
2. Hand massage
3. File and polish nails
4. Natural facial using oats and avocado for example
5. Affirmation Notes

Nature Theme

1. Mini garden bead creatures—with beads and pipe cleaners
2. Terrariums—with plastic soft drink bottles
3. Hairy Harrys—Grass seed heads
4. Plant a seed and start a record sheet
5. Nature grid Kim's Game
6. Green goblins—a green leaf picture of a house
7. Nature place mats/book marks
8. Mugwomps—gumnut creatures